

## ec::Material

- + Material()
- + ~Material()
- + addTexture()
- + removeTexture()
- + getTexture()
- + getTextures()
- + hasTexture()
- + addDiffuseTextureFromPath()
- + getColorAmbient()
- + getColorDiffuse()
- + getColorSpecular()
- + getColorEmission()
- + setShininess()
- + getShininess()
- + setColorAmbient()
- + setColorAmbient()
- + setColorDiffuse()
- + setColorDiffuse()
- + setColorSpecular()
- + setColorSpecular()
- + setColorEmission()
- + setColorEmission()
- \* setColorAmbient()
- \* setColorAmbient()
- \* setColorDiffuse()
- \* setColorDiffuse()
- \* setColorSpecular()
- \* setColorSpecular()
- \* setColorEmission()
- \* setColorEmission()